

# ARTHAND LARGAS

## DOCTOR ARTHAND LARGAS

"I may be sworn to heal the sick and save the dying, but, I've no qualms making you worship the mud before I help you."

## PHYSICAL DESCRIPTION

### GENERAL PHYSICAL CONDITION

Stocky, and rotund, yet with thick arms and wide shoulders.

### FACIAL FEATURES

Thick beard and round nose.

### PHYSICAL QUIRKS

Hobbling faintly with his right leg and his eye twitches when angry.

### APPAREL & ACCESSORIES

Arthand has little patience for lavish clothing, preferring to keep his clothing simple, up-to-date and most of all clean with a red cap placed crookedly on his head.

## MENTAL CHARACTERISTICS

### EDUCATION

Learned his trade in Mahakam and then traveling the Northern Kingdoms.

### EMPLOYMENT

Arthand has a long history of working in the medical field. He has served as a family physician, an army medic, a wandering medicine man, and, once, a supplier of illegal substances. Most recently he had managed to earn enough influence and money to set up a clinic in Vizima yet with the Nilfgardian invasion the situation turned sour and he is once available for hire.

## MENTAL TRAUMA

Arthand's parents were hanged in front of him when he was very young, punished for their supposed involvement with the Scoia'tel. Afterward, he and his sisters were forced to survive in the wilderness and streets of the Northern Kingdoms until they could make their way to Mahakam where they could reconnect with family friends, and allies. Because of this, Arthand has always been suspicious of humans, even after his friendship with Marcel and Cedric, as well as significant hatred towards the rich and nobility. Added to this, Arthand has been the subject of non-human bigotry and racially motivated violence which has soured his perception of the world significantly, making him see the world as a place of conflict and people as mostly evil. Most significantly, he was almost killed by a fanatical group of bigots in Dorian, and the subsequent revenge he partook in has devalued his opinion of life, which conflicts with his sentiments as a physician.

Whilst he is also loath to admit it, his exposure to the hardships and destruction brought by war has, subtly yet clearly, hardened his heart against the suffering of people.

## MORALITY & PHILOSOPHY

The world is a cruel and wicked place, a place of conflict and hatred. You have to fight it and stand up to it and be ready to fight. If not a monster then certainly other people... They tend to be the worst of the two.

## PERSONALITY CHARACTERISTICS

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### MOTIVATION

Trying to survive in a world that constantly tries to put him six feet under and help other people do the same.

### SAVVIES & INEPTITUDES

Arthand is a deft hand at healing the sick and not too shabby at business dealings either. He can hold his own in a fight with both his fists and ax but don't ask him to cartwheel or remain hidden. He is too old for that.

### LIKES & DISLIKES

A stiff drink, a good pipe, and good company are all that is needed to keep his dwarf happy but put a bigot in front of him and fists will be thrown.

### VIRTUES & PERSONALITY PERKS

Honesty and loyalty are bywords for Arthand, he is want to lie to his friends and would cross heaven and earth to protect them. He is also a fine doctor, if he may say so himself.

### VICES & PERSONALITY FLAWS

Arthand is short-tempered and blunt to a fault, with a streak of greed and a self-serving attitude to add to the mix.

## HYGIENE

Arthand always TRIES to keep clean in an attempt to keep professional and always ready to operate. Yet the road does not always permit such cleanliness.

## SOCIAL

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### CONTACTS & RELATIONS

Arthand has met many people in his work as a doctor and prefers to keep friendly relations with most people, that he can stomach.

The Witcher Cedric is a constant friend and companion, as is the wizard Marcel. The three of them have a close bond and Arthand considers them his closest, if not always most reliable, friends.

Arthand once made friends with a druid called Duvvelsheyss, in the middle of nowhere whilst he was looking for ingredients for medicine. He learned many things from the wise old man and most of all that some humans aren't so bad.

### FAMILY TIES

In Mahakam he has two siblings, a younger and older sister. Whilst his relationship with his younger sister is neutral, his older sister has an unhealthy obsession with keeping him safe to the point of ruining his deals and sending mercenaries to bring him home.

### RELIGIOUS VIEWS

Arthand is pragmatic, this means he does not often pay tribute to the gods but never openly disregards or disparages them.

### SOCIAL APTITUDE

Arthand is adept with social situations and is quite extroverted and outgoing. Yet he also has little patience for fools and bastards, preferring to keep things blunt and honest which does not always go over well.

### SPEECH

Arthand speaks near-perfect Nordling and Elder Speech yet can't help but add dwarven mannerisms to everything he says.

### WEALTH & FINANCIAL STATE

Arthand's wealth is a constantly shifting state. When he is able to perform his work in peace, it rises to a comfortable level. Yet life has a tendency to keep Arthand's work irregular and his coin pouch empty.







A weary dwarven doctor trying to make a living in a world that hates him. Short-tempered, blunt yet honest, and loyal, Arthand is adept at healing injuries but more than willing to hand them out as well.

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**Honorary & Occupational Titles**

Doctor

**Age**

Sixty-five

**Date of Birth**

1206

**Birthplace**

The Northern Kingdoms

**Current Residence**

Vizima

**Gender**

Male

**Eyes**

Brown

**Hair**

Black turning grey

**Skin Tone/Pigmentation**

Tanned

**Height**

4'10

**Weight**

240 lb.

**Known Languages**

Nordling and Elder Speech.

## Protagonists

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